

Weekly report (2013.4.22~4.28)

Done

- 1) Enhance my system to support texture and normal interpolation, thus making better appearance.



Figure 1 after adding texture && normal interpolation

- 2) I tried to compile Sikan's code on linux, but many problems occurred because the difference between compilers (maybe).

However, I found the cluster in CAD is based on windows. So, maybe we'll build the parallel system upon windows. I'm not familiar with windows cluster and I found there is some inconvenience under windows (e.g. windows only permits < 2 user's login at the same time). I'll discuss this issue with Haidong later.

To Do

- 1) Compress the intermediate data.
- 2) Decide the platform to develop the parallel backend.